Learning to Code: Intermediate Python
Virtual Camp

Tuesday, August 6 to Friday, August 9 (4-days)
10:00 AM to 12:00 PM

Daily Schedule

10:00 AM	Virtual Room Opens
10:00 AM - 10:05 AM	Attendance
10:05 AM - 10:55 AM	Lesson and Activity Time
10:55 AM - 11:00 AM	Break
11:00 AM - 11:55 AM	Lesson and Activity Time
11:55 AM - 12:00 PM	Wrap Up

Camp Agenda

Day 1
Tuesday, August 6 | 10:00 AM to 12:00 PM
The first day of camp will kick off with a fun look at the real-world applications of Python. Campers will then shift to reviewing and mastering Python basics such as input/output, variables, and string concatenation. Next, they will learn about decision-making code using conditional statements and loops by solving a coding challenge! Finally, they will explore error handling and how to use libraries to enhance their programs. All of these skills will be brought together to create their very own Hangman game!

Day 2
Wednesday, August 7 | 10:00 AM to 12:00 PM
In the second session, Campers will learn advanced list and arrays methods, exploring how to leverage libraries to enhance their properties. They will also be creating and calling their own functions within a code, and learn how to use them efficiently. Campers will then use all these topics to code their very own game of Wordle!

Day 3
Thursday, August 8 | 10:00 AM to 12:00 PM
On the third day, Campers will delve into the incredible potential of coding with python, and discover how it can bring games to life. They will explore the exciting world of game development using libraries and graphing to create fun and interactive Pygames!
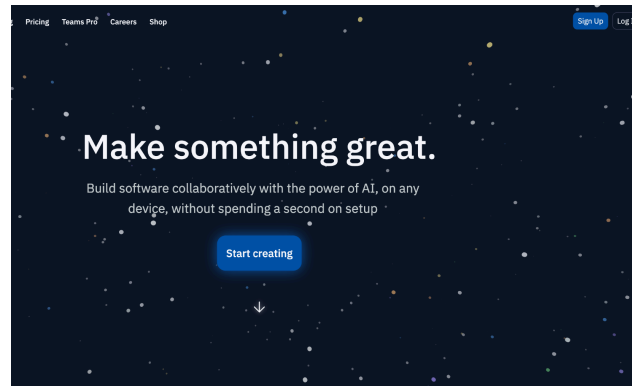
Day 4
Friday, August 9 | 10:00 AM to 12:00 PM
On their final day, Campers will kick off with an exciting Blooket review, uniting their knowledge of all coding concepts. After, they will dive into learning about Application Programming Interface (API) and how they can be used to interact with other software. To solidify their understanding, Campers will code an API based game!
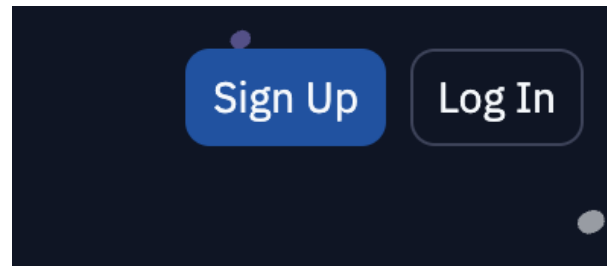
Getting Set Up in Replit

STEP 1: Click on the link: https://replit.com/. Once you have clicked on the link, your page should look like the figure below.

If you would like to set up a Replit account for your camper to save their work, continue from **STEP 2**. If you have already created an account and would like for your camper to be able to save their work, please click 'Sign in'. Otherwise, you can skip to **STEP 3**.

STEP 2: Click on "Sign Up". Fill out the required information until you get a message saying you have created your account. Once you have created an account, you can start a project.

STEP 3: Click on "Create Repl" , this will start a project.

If a Green video pops up, click on the X where it says 'close' in the top right corner of the video.